

**CLAIMS**

What is claimed is:

1. A method for providing a computer implemented training session comprising the acts of:

- (a) presenting a plurality stimuli to a user in a simulation;
- (b) prompting the user to enter responses to the stimuli;
- (c) receiving the responses;
- (d) allowing the user to enter assumptions that form a basis of the responses;
- (e) prompting the user to enter information on how to validate the assumptions;
- (f) receiving the information; and
- (g) outputting feedback based on the stimuli and responses, wherein the feedback relates to appropriate assumptions and information on how to validate the appropriate assumptions, and wherein the feedback provides training for the user to validate assumptions.

2. A method for providing a computer implemented training session as recited in claim 1, wherein the stimuli includes at least one of a prerecorded audio clip, a prerecorded video clip, an animation, a graphic, a text presentation, a real-time audio stream, and a real-time video stream.

3. A method for providing a computer implemented training session as recited in claim 1, wherein the user is automatically prompted to enter the assumptions that form the basis of the responses and the information on how to validate the assumptions.

4. A method for providing a computer implemented training session as recited in claim 1, wherein the stimuli and the responses are displayed after the receipt thereof in the form of a transcript during the course of the simulation.

5. A method for providing a computer implemented training session as recited in claim 1, wherein the assumptions and the information on how to validate the assumptions are displayed after the receipt thereof during the course of the simulation.

6. A method for providing a computer implemented training session as recited in claim 1, wherein the user is prompted to enter responses to the stimuli by listing a plurality of responses, and allowing the user to select between the responses.

7. A method for providing a computer implemented training session as recited in claim 1, and further comprising the act of providing the user access to a knowledge base including information on assumptions and validation.

8. A method for providing a computer implemented training session as recited in claim 1, wherein the feedback is further based on a number of assumptions entered.

9. A computer program embodied on a computer readable media for providing a computer implemented training session comprising:

- (a) a code segment for presenting a plurality stimuli to a user in a simulation;
- (b) a code segment for prompting the user to enter responses to the stimuli;
- (c) a code segment for receiving the responses;
- (d) a code segment for allowing the user to enter assumptions that form a basis of the responses;
- (e) a code segment for prompting the user to enter information on how to validate the assumptions;
- (f) a code segment for receiving the information; and
- (g) a code segment for outputting feedback based on the stimuli and responses, wherein the feedback relates to appropriate assumptions and information on how to validate the appropriate assumptions, and wherein the feedback provides training for the user to validate assumptions.

10. A computer program for providing a computer implemented training session as recited in claim 9, wherein the stimuli includes at least one of: a prerecorded audio clip, a prerecorded video clip, an animation, a graphic, a text presentation, a real-time audio stream, and a real-time video stream.

11. A computer program for providing a computer implemented training session as recited in claim 9, wherein the user is automatically prompted to enter the assumptions that form the basis of the responses and the information on how to validate the assumptions.

12. A computer program for providing a computer implemented training session as recited in claim 9, wherein the stimuli and the responses are displayed after the receipt thereof in the form of a transcript during the course of the simulation.

13. A computer program for providing a computer implemented training session as recited in claim 9, wherein the assumptions and the information on how to validate the assumptions are displayed after the receipt thereof during the course of the simulation.

14. A computer program for providing a computer implemented training session as recited in claim 9, wherein the user is prompted to enter responses to the stimuli by listing a plurality of responses, and allowing the user to select between the responses.

15. A computer program for providing a computer implemented training session as recited in claim 9, and further comprising a code segment for providing the user access to a knowledge base including information on assumptions and validation.

16. A computer program for providing a computer implemented training session as recited in claim 9, wherein the feedback is further based on a number of assumptions entered.

17. A system for providing a computer implemented training session comprising:

- (a) logic for presenting a plurality stimuli to a user in a simulation;
- (b) logic for prompting the user to enter responses to the stimuli;
- (c) logic for receiving the responses;

- (d) logic for allowing the user to enter assumptions that form a basis of the responses;
- (e) logic for prompting the user to enter information on how to validate the assumptions;
- (f) logic for receiving the information; and
- (g) logic for outputting feedback based on the stimuli and responses, wherein the feedback relates to appropriate assumptions and information on how to validate the appropriate assumptions, and wherein the feedback provides training for the user to validate assumptions.

18. A method for providing a computer implemented training session for identifying a user's assumptions in light of a reaction to a stimulus, the training session comprising the acts of:

- (a) presenting a first portion of a stimulus to a user;
- (b) prompting the user to enter a reaction to the first portion of the stimulus;
- (c) receiving the user's reaction to the first portion of the stimulus;
- (d) recording the user's reaction to the first portion of the stimulus;
- (e) presenting a second portion of the stimulus to the user; and
- (f) providing feedback to the user adapted to identify how the user's reaction was based on an assumption.

19. A method for providing a computer implemented training session as recited in claim 18, and further comprising the acts of prompting the user to enter an assumption that forms a basis of the user's reaction to the stimulus, and providing feedback based on the assumption.

20. A method for providing a computer implemented training session as recited in claim 18, wherein the user's reaction to the stimulus includes at least one of a text entry and a choice of presented options.

21. A method for providing a computer implemented training session as recited in claim 18, wherein the feedback is provided by an interactive coach.

22. A method for providing a computer implemented training session as recited in claim 18, wherein the stimulus includes at least one of: a prerecorded audio clip, a prerecorded video clip, an animation, a graphic, a text presentation, a real-time audio stream, and a real-time video stream.

23. A method for providing a computer implemented training session as recited in claim 18, further comprising the acts of providing the user access to a knowledge base.

24. A method for providing a computer implemented training session as recited in claim 18, further comprising the acts of deploying the training session on a computer network using at least one of: local area network protocol, wide area network protocol, Internet protocol.

25. A computer program embodied on a computer readable medium for providing a computer implemented training session for identifying a user's assumptions in light of a reaction to a stimulus, the training session comprising:

- (a) a code segment for presenting a first portion of a stimulus to a user;
- (b) a code segment for prompting the user to enter a reaction to the first portion of the stimulus;
- (c) a code segment for receiving the user's reaction to the first portion of the stimulus;
- (d) a code segment for recording the user's reaction to the first portion of the stimulus;
- (e) a code segment for presenting a second portion of the stimulus to the user; and
- (f) a code segment for providing feedback to the user adapted to identify how the user's reaction was based on an assumption.

26. A computer program for providing a computer implemented training session as recited in claim 25, and further comprising a code segment for prompting the user to enter an assumption that forms a basis of the user's reaction to the stimulus, and a code segment for providing feedback based on the assumption.

27. A computer program for providing a computer implemented training session as recited in claim 25, wherein the user's reaction to the stimulus includes at least one of a text entry and a choice of presented options.

28. A computer program for providing a computer implemented training session as recited in claim 25, wherein the feedback is provided by an interactive coach.

29. A computer program for providing a computer implemented training session as recited in claim 25, wherein the stimulus includes at least one of a prerecorded audio clip, a prerecorded video clip, an animation, a graphic, a text presentation, a real-time audio stream, and a real-time video stream.

30. A computer program for providing a computer implemented training session as recited in claim 25, further comprising a code segment for providing the user access to a knowledge base.

31. A computer program for providing a computer implemented training session as recited in claim 25, further comprising a code segment for deploying the training session on a computer network using at least one of local area network protocol, wide area network protocol, Internet protocol.

32. A system for providing a computer implemented training session for identifying a user's assumptions in light of a reaction to a stimulus, the training session comprising:

- (a) logic for presenting a first portion of a stimulus to a user;
- (b) logic for prompting the user to enter a reaction to the first portion of the stimulus;
- (c) logic for receiving the user's reaction to the first portion of the stimulus;
- (d) logic for recording the user's reaction to the first portion of the stimulus;
- (e) logic for presenting a second portion of the stimulus to the user; and
- (f) logic for providing feedback to the user adapted to identify how the user's reaction was based on an assumption.

33. A system for providing a computer implemented training session as recited in claim 32, and further comprising logic for prompting the user to enter an assumption that forms a basis of the user's reaction to the stimulus, and logic for providing feedback based on the assumption.

34. A system for providing a computer implemented training session as recited in claim 32, wherein the user's reaction to the stimulus includes at least one of a text entry and a choice of presented options.

35. A system for providing a computer implemented training session as recited in claim 32, wherein the feedback is provided by an interactive coach.

36. A system for providing a computer implemented training session as recited in claim 32, wherein the stimulus includes at least one of a prerecorded audio clip, a prerecorded video clip, an animation, a graphic, a text presentation, a real-time audio stream, and a real-time video stream.

37. A system for providing a computer implemented training session as recited in claim 32, further comprising logic for providing the user access to a knowledge base.

38. An interface for providing a computer implemented training session comprising:

- (a) a navigation bar;
- (b) a first frame for displaying an image presentation;
- (c) a first text box for displaying multiple choice questions relating to the presentation;

- (d) a second frame for displaying a transcript of the training session including the questions selected from the first text box and answers generated based on the questions; and

- (e) a second text box for illustrating comments entered by the user during the training session.

39. An interface as recited in claim 38, wherein the image presentation is a video.

40. An interface as recited in claim 38, wherein the questions and answers of the transcript are displayed in the second frame in order and are enumerated.

41. An interface as recited in claim 38, wherein the second text box includes at least two overlaid pages in the form of a folder.

42. An interface as recited in claim 38, wherein the navigation bar includes a link to a page of reference material.

43. An interface as recited in claim 38, wherein the comments entered by the user during the training session are entered via a pop-up window.

44. A method for providing an interface for providing a computer implemented training session comprising the steps of

- (a) displaying a navigation bar;
- (b) positioning a first frame adjacent the navigation bar for displaying an image presentation;
- (c) depicting a first text box for displaying multiple choice questions relating to the presentation;
- (d) illustrating a second frame for displaying a transcript of the training session including the questions selected from the first text box and answers generated based on the questions; and
- (e) displaying a second text box for illustrating comments entered by the user during the training session.

45. A method as recited in claim 44, wherein the image presentation is a video.

46. A method as recited in claim 44, wherein the questions and answers of the transcript are displayed in the second frame in order and are enumerated.

47. A method as recited in claim 44, wherein the second text box includes at least two overlaid pages in the form of a folder.



48. A method as recited in claim 44, wherein the navigation bar includes a link to a page of reference material.

49. A method as recited in claim 44, wherein the comments entered by the user during the training session are entered via a pop-up window.

50. A computer program embodied on a computer readable medium for providing an interface for providing a computer implemented training session comprising:

- (a) a code segment for displaying a navigation bar;
- (b) a code segment for positioning a first frame adjacent the navigation bar for displaying an image presentation;
- (c) a code segment for depicting a first text box for displaying multiple choice questions relating to the presentation;
- (d) a code segment for illustrating a second frame for displaying a transcript of the training session including the questions selected from the first text box and answers generated based on the questions; and
- (e) a code segment for displaying a second text box for illustrating comments entered by the user during the training session.

51 A computer program as recited in claim 50, wherein the image presentation is a video.

52. A computer program as recited in claim 50, wherein the questions and answers of the transcript are displayed in the second frame in order and are enumerated.

53. A computer program as recited in claim 50, wherein the second text box includes at least two overlaid pages in the form of a folder.

54. A computer program as recited in claim 50, wherein the navigation bar includes a link to a page of reference material.

55. A computer program as recited in claim 50, wherein the comments entered by the user during the training session are entered via a pop-up window.